

Amendments to the Claims

This listing of claims replaces all previous listings of the claims:

1. (canceled)
2. (currently amended) Method of creating a stereoscopic haptic virtual environment, comprising the steps of:
 - providing a computer controlling a display device and operatively coupled to a haptic device;
 - generating via programming executing on the computer a stereoscopic graphics for display on the display device by repeatedly performing the steps of:
 - rendering a first video image of a scene on stencil at a first position
 - simulating the position of a left eye of a user;
 - rendering a second video image of the scene off stencil at a second position simulating the position of a right eye of the user;
 - interlacing the first video image and the second video image;
 - shuttering views of the display device while displaying the interlaced first and second video images in order to present in quick succession the first image to the left eye of the user and the second video image to the right eye of the user,
 - each of said video images presented to the associated eye while the view of the other eye is shuttered; and
 - generating haptic scene components including a component representing the haptic device;
 - time-synchronizing the stereoscopic graphics and haptic scene components; and
 - presenting the synchronized stereoscopic graphics and haptic scene components to a user on the display device; and
 - providing a force response to the user when collisions among the stereoscopic graphics and the haptic device scene component are resolved.

3. (currently amended) The method of claim 2, wherein the generating step further comprises the steps of:
 - providing a visual cue via the display ~~stereoscopic vision equipment~~ that a collision has been resolve between the haptic device and ~~has touched~~ a virtual object; ~~and~~
 - ~~providing a force response to the user when it is determined that the virtual object has been touched.~~
4. (previously presented) The method of claim 3, wherein:
 - the visual cue is a displayed object model; and
 - the force provided is calculated to duplicate the force that an actual object modeled in virtual space would provide when touched with the haptic device.
5. (previously presented) The method of claim 2, wherein:
 - the presented synchronized stereoscopic graphics and haptic scene components are coordinated and consistent with each other; and
 - the synchronization step allows independent user customization of stereoscopic graphics and haptic scene components parameters.
6. (canceled)